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MICHAEL J. STAMPA, STANLEY R. BENTLEY, JR. 1 September 1999 Page 5

NEWS



Mouse II — a Microsoft joystick is captured

Roaring to go . . .

Microsoft Marketing have moved their top on a stick in the shape of Mouse II.

Mouse II is a joystick compatible with the MS Spectrum, C64, Vix 16 Journal and Atari — to name quite a few.

However, there are buttons and auto-click it comes with 12 ms click latency at 10 Hz.

Microsoft Marketing, 1 William Street, London EC4A 3DF, UK. Tel: 071 553 1234.

On the flipside

We have just brought out a 400,000 and 800,000 word word manual which is added to the system.

The new complete dictionary is an excellent, high-quality, comprehensive word manual which is added to the system of a 1000 word manual.

It also has a "word-of-the-day" feature — so that you can avoid the annoying mistake of writing out already known words — and is priced at £19.95.

Word Processing Products, 100 Kings Road, London, SW10 5LH.

Fit to print

Thankfully it seems that character value has been building in now the report with print out becoming nearly more popular than those tedious workbooks.

The new Rasmus F+ dot matrix printer is described as being up to 100 characters per second, has front-loading construction, fast design and is fully compatible with 8-pin ECP software.

With basic ASCII and also other character sets, the Rasmus prints at about £210.00.

C Tech Electronics, Second House, 34-38 Maple Road, Wilemsdon, Surrey, TW19 1BB.



The new Rasmus F+ printer

RON COMPLEX



Ron Complex is conducting a high speed inspection of lift shaft number nine in the Markatronics building. Can Ron triumph over gravity itself in this weeks episode?

As Ron Complex plummeted down the lift shaft, he wondered if his life would flash before his eyes — there were a couple of blurry memories he wanted to check out. Before him a spot of light was growing by the second.

"Time to duty gawny," thought Ron. "Lucky I had this raincoat costume!" Ron tapped three times on his left. Nothing happened. "Had time for one more tap before impact," Ron murmured. He was right.

Ron hit something very soft and disappeared under a mound of liquidity. "It's almost grateful to duty waiting," thought Ron. A loud humming sound came from around him, as well as the sensation inflated to twice its natural size. "This just can't trust inflatable raincoat, like you used to," decided Ron. The special investigator tapped his left again and the coat deflated.

Ron poked his head out of the pile of washing and found himself peering over the side of a huge basket which was moving along a railway track. Looking back, Ron saw that the

underground rail-way was through a tunnel directly under the lift shaft. Ahead of him the basket opened and into a huge circular area the size of seven football courts. The railway started round the outside and Ron could not face of people moving compartments together in production lines.

Over the heads of the workers narrow gauge pods hovered moving randomly and occasionally collided with each other. Before the basket disappeared into a tunnel on the other side of the subterranean factory Ron jumped over the side, falling into an open doorway leading to a small staircase.

As Ron staggered up the stairs he found himself getting angrier with every step. Why had Marko trapped him into an empty liftshaft? What was a factory doing hundreds of feet below the Markatronics building? Ron wanted some answers.

At the top of the stairs was a door that led to the floor. Ron slammed his fist down on the reception desk, startling the girl behind it. "Tell Marko, Complex wants to see him!" "Certainly sir, would you like

to go up to the sixth floor. Take lift no 9." "No thanks I'll take the stairs."

Marko sat brooding in his boardroom when Ron suddenly burst into the room. "Gawny Marko, what's with this evasion to certain death?"

"Lame ol' Complex don't get heated, I just overlooked the fact that lift number nine was having a spring clean. It was just a coincidence. One of those things."

Ron had always been able to tell instantly if someone was telling the truth. "All right Marko, I believe you. Now I want to tell you about the RCWG." "It's a myth. It can't be done."

"It can't?" "No, no, take my word for it. Complex, An RCWG is a job in the idea you about by microcomputers."

"It is?" "Of course. Their job is to, well, well, well, well, well, they do that and many."

"Gawny, you're buying the Cashew, I'll do what you say."

Ron felt uneasy as he walked down the steps of the Markatronics building. Why was Marko so anxious to put the lid on investigating the existence of a random code-word generator? Ron felt like he was deep inside Ron, "It's starting, and Ron, the first RCWG gets hooked in tonight."

Next week — The state-run

MICROSOFT

SEPTEMBER SIZZLER!



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32 challenging screens of animation and fun.

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Spectrum 48K
CBM64

Rupert Bear © Express Newspapers PLC



Games for your MSX computer

When new computers appear on the market, it is I suppose, inevitable that someone will sit down and translate all the standard old games — *Mysticmind*, *Hangman* etc. Books of such things generally appear at the shops almost immediately and when the computer has been around for a while, and its particular strengths and weaknesses are better understood, literature with more interesting content and original games starts to appear. MSX computers are not that new, so you could reasonably expect to find something a bit different — but not so this book.

You, unfortunately though it might seem, *Virgin* have published a book containing *Hangman*, *Mysticmind*, *Noughts and Crosses* etc. The computer only keeps track of the game for you, it isn't actually play-*ing* you. Min, a chess solver and another 18 programs — of a similar degree of singularity. Not only are these programs dull, they are not even particularly well written, the version of *Hangman*, for example, is nearly 30 pages long, does not cater for words in which the same letter appears twice (and once, and will not accept input containing lower-case letters).

After the programs there are a few pages of advice on writing programs — about the screen display before starting a program, about relevant variable names and so on — then a glossary, which seems to be borrowed out of place as a games book, and finally a lengthy bibliography. Study the latter and you should find plenty of better books to spend your money on. M.M.

Price: £2.95

Publisher: Virgin Books Ltd

Address: 128 Kennel Road, London W10 5UJ

MSX



Useful Utilities for your MSX

This is a very small, thin paperback. It is, of course, theoretically possible to squeeze lots of available routines into a one book — but the size of this does lead you to suspect that you will not get much for your money.

What you actually get is a collection of 11 machine code routines, and one BASIC program which you can use to enter the machine code. The machine code routines are mostly very short, the *MSXIO* program is 12 lines long. It would be better if a shortened version of this, and/or a routine enabling you to incorporate the machine code into your own programs, were included.

The routines are given in machine code only, not in assembly, so the claim on the back cover that most of them can be altered, to suit your individual requirements should not be taken too literally. If they're not exactly what you want, it would be easier to write your own routines than to modify these.

The routines are mostly concerned with the video display, particularly the text modes. They enable you to scroll text in four different directions, change the colour of some or all of the characters, rotate characters, substitute alternative character sets and save the text screen as graphics. It is a shame that some of these options are provided for the graphics modes.

The book ends with a few sound routines and a lengthy high score table routine. These are not bad, but there's not enough to make the book worth buying. M.M.

Price: £2.95

Publisher: Virgin Books Ltd

Address: 128 Kennel Road, London W10 5UJ

MSX



MS User Monthly, Issue 1

MS User Monthly, Issue 1. The first *MS* has been largely neglected by the computer press and the software houses. After the initial batch of curiosity and tape games from Lord Shovelware, virtually no software has been released. However, *MS* users do not give up easily! One enterprising user has decided to set up a tape magazine specially for those with unconnected *MS*s.

Called the *MS* user monthly, the magazine comes in the shape of a C18 tape packed with utility games programs on both sides. The first issue starts off with a brief introduction to the user group followed by a very informative little article about using the spare screen *MODE* which is accurate when this mode is being used. There is a short article on collision detection, so that you can then write your own games. There are also two reviews — one for *Star-1* and the other for *Star-G* — one of the classic moon-lander games. Considering the meagre information, the games are very well done and certainly playable.

There are also reviews of some of the commercially available games (which incidentally have already been reviewed in *HCW*) which are short but interesting. There are articles on parent programming, and three more games, *Tank Battle*, *Skymaker* and *Darts*. I don't have the space to describe them in detail here but they are all enjoyable and come up to the standard of the tape software available from Lord.

The tape magazine ends with a plan to construct to use in three programs for future issues. If you wish this user group every month. S.S.

Price: £1.85

Publisher: *MS* User Club

Address: 19 Canberran Towers, Watton Rd., Watton, Northampton NN2 8JT

SORD



R E
The pace is really heating up now as software bursts onto our desks from the most unlikely of places. The details are here . . .

RELEASES

Trickle starts

In a trickle which will soon turn into a flood, Activision have released the first of the titles which they announced a few weeks ago.



Blitz! as *Blitzkrieg* is designed by Lucasfilm and is claimed to be a combination of strategy, action and flight simulation games types which can make you a hero. Your basic mission is rescue, and your skill as a pilot of the Yellow fighter, is the crucial driving factor.

It appears that Activision's California HQ is very careful about the specifications for the game and we can tell you that this one is for "mature teenagers" who are "action/fantasy game enthusiasts". Is this the first occasion that no discrimination has been entered in a computer game?



The other release on the desk is **Master of the Lamp** for the — wait for it — **MSX**. If software houses keep on conversing at this rate there will be one title per machine sold soon. Always, that good support speaks good sales! It doesn't seem to have worked in this case.

16 graphics designer



**NOW
BLITZ!
FOR COMMODORE 64**

Super Deeper

It's been a busy summer for **Hermann based Supersoft** — if the number of new products on the desk is anything to go by.

A major release for the system **Commodore** was in the **Blitz!** computer which until now has only been available as an import. The disc based program allows you to prepare programs for use on both cassette and disc based systems and there are options for those with two drives too. The system costs **£49.95**.

Another new release is a refuge from commercial war, but according to our **Commodore** expert, **Alan Webb**, it is a refuge which should be offered a good home at the market presently.

Capitol Designs is proud to be 64 for the **C16** and **Plus 4** in

allows you to design multi-coloured characters of 30 by 30 character size and you are not required to have any knowledge of the memory allocation is all.

The final news from **Supersoft** is that they have developed a new font editor which has full error checking and error recovery routines. If an error is found you are prompted to re-enter the tape a short way and then press play again. It could give **C64** users a system similar to the **BBC's**.

The product is only for sale to the software producers and the winners of our recent **Critique** Competition will be the first to try the system. The only other product which uses the routine to press in **Paintbox** also from **Academy**.



Amstrad's Pride

The lions are on the prowl around the desk this week with a whole collection of utility programs from Pride.

Two of the packages are resident system extensions and as such they offer the chance to add extra commands to the standard machine. *System X* is the main version of the pair with over thirty new words, yet takes only 1K of user RAM.

The extensions allow you to manipulate the keyboard from within programs, draw circles, make the screen scrollable, move blocks of memory around and even to change the cassette head and save speeds at 15 Ks on cassette and 113 Ks on disc if it's less than 30p a word.

Printer Pac 1 adds six new commands which can be used to control Amstrad's own DMP 1 printer and Epson compatible printers too. There are printer dumps for all modes, line

dumps, easy background selection and three new type styles for the DMP1. The cassette is £5.95 and the disc will be £9.95.

The final part of the trilogy is *Scriptor* and is also for the DMP 1 printer. It gives you a choice of six different font styles each of which can be re-defined by the user. All the fonts can be used in reverse, double width or both and the selection of "L" and "J" is much simpler too.

The fonts can be used with Amstrad's and with Targem 484 or from BASIC by the use of a system extension command. The command *DISCWRITE* allows you to make the changes and can even support underflow. The cassette is £5.95 and the disc £14.95 including postage from the address below.

Pride Utilities, 7 Chelton Heights, Chelton, Lutter, Beds LU1 8UP.

Sets and Pieces

THE NEW SETS OF THE YEAR... THE NEW SETS OF THE YEAR... THE NEW SETS OF THE YEAR...

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Who's this? It's Who

Look out the Doctor! about as a new game from MWA's Pioneer which will be available in October.

Called *Dr Who and the Billion of Years* the October offering will be for the C64. However, with BBC's success with the programme, network due in October, the game studio might Power's new machine for the Doctor machine, and according to Mark Simpson, their managing director, they are looking forward to the new

market.

BBC, however, will be interested to hear that the game is similar to the best selling *Castle Quest* but has over 100 times the locations of its earlier game. In fact it is so large that the Amstrad version will comprise both a cassette and a ROM, "it is the only way to get the game to three" said Bob.

With the Young Guns being forward for the next week and Dr Who also week it looks as though the BBC have decided to get more income from the software industry.





E A

• I cannot tell you how many letters we have had from the dozens begging for *Levi's* to latest adventure, *Red Moon*. Well it has finally arrived and a copy has been sent to the instantaneous depths. The game is available on the Amstrad, Atari, C64, MSX and Spectrum with text only on BBC and Mega-tech but at £5.95 it is likely to provide hours of pleasure.

Chrono will have to wait a few weeks for last clients but in the mean time Peter Snowey will be working hard to provide clues for *HCW* readers. Just drop him a line.

• Lined on the educational scene is *WordGames* with the *Mr Nuts* from Marston. This is a two cassette package each containing one game, *Mr Nuts's* Word Game and *Read*

DeathStar



SUPERIOR SOFTWARE



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(it be sweet to do for Bill Shakspear?) - anyway
its really gud, and ~~let~~ Lots of fun, four
only £ 4.95 (that's change from a five) - oh yea its
for them new supn MSX's - don't forget

✶ BOARD GAMES 1 — can't wate
four numba 2.

anyway its are to go now and leave this
terrifik games pak, and go to mi diaster.
~~diaster~~ bad spellin closes.

Call my dad on 0767 51481 if you
want son.

Bye.

Love
John

with Mr. Broun. The games are menu driven and very attractive to use, even for hardened magazine Editors. The first dealing with computers and applications and the second with positional words. Two versions are currently available, C64 and BBC, at £9.95 on cassette or £12.95 on disc.

• The quest BBC seems a lot to explode with a couple of releases from Superior Software. The first is now with us and has had me entertained all weekend. Called *Death Star* it is an unabashed arcade shoot-em-up with a little more purpose than most. You must attempt to collect crystals which turn into bombs and use them to blow the Death Star.

I have a lot of good authority that there are four screens and that each is different and more difficult. The game is £9.95 on cassette and £11.95 on disc. The other new title is for the fanzine and will detail the story of *Superior's* chart topping *Robotix*. Previously titled *Robotix II* it is a new quest which has many more locations and puzzles. Look out for more details to follow.

• After our recent piece on the Official World Cup bonus a number of closer have crossed the horizon. Acric have released *World Cup* on the C64 and *World Cup II* on the C18 both at £4.95. They claim that the new version is a considerably updated game with a jump of say from scoring players!

• Finally although we mentioned the Amstrad conversion of *Shogun* some months ago — it is now actually available. You have the usual choices to project your unit, choose your men and pick up the objects. It looks like a number of Amstrad owners will be having a truly magical Christmas.

Orpheus (Orpheus Ltd.) Registered Office: Hatfield, Herts AL9 9BA, UK
Tel: 0454 62477 (0454) 711 Telex: 03370 (Orpho) G



EDUCATION



John Henderson has been looking at the latest releases from Acorn's Home Education Division and he thinks that they are the "Real McCoy!"

From little acorns mighty oak-trees grow — providing roadmaps are right and time is allowed.

It has taken time for the best educational software to appear on the homefront. We have discussed this in detail in the last few articles. The software in this section is the golden tip of an iceberg. Piled in the expression that MCW readers will understand!

The Acornsoft Home Education series has, at the moment, four titles: **SPOOKY MANOR** was discussed in MCW issue 118. The other three are reviewed below.

Why the acorn? Perhaps two reasons — good advice and adaptability.

Many teachers will be familiar with the name of David Chandler, a prolific writer on educational computing. For this series he has teamed up with David Butler, a programme writer, to produce quality software with children in mind.

Each program comes with extensive notes emphasizing the role that parents play in helping children to learn. Their adaptability is obvious; the principles have many options available in use, but you can start with the minimum of hardware. The programs are even designed to operate on both BBC and Colour VDU's. Enough of the general comment. Here are three candidates from the Acornsoft stable, aimed at children of 3, 7 or 10 years and above. As in all the best situations, I will deal with the package in reverse order — of age that is. **Talkback** is an interactive discussion program which encourages the user to have conversations with the computer. Before knowledgeable teachers and parents switch off and say that this is another *Ellen*, read a comment!

The facilities on **Talkback** are extensive and versatile. Defined as playing chess with language, conversations can be built up from a series of keywords, responses and starters.

An excellent booklet recommends the menu-driven program to show how to construct a dialogue. Characters created here can be assigned names (eg. Hilary and Katherine) and three various starter phrases are typed in, up to that point character.

Following this, a list of keywords and the expected responses must be input to program the computer. This can be a complicated operation, but a

great deal of useful advice is given and children should be able to construct simple dialogues within an hour of starting on the program.

A simple telephone conversation is detailed in the booklet. The BBC can store up to 48 pairs of keywords and responses, (120 with Turbo). Conversations can be selected from a menu between Hilary and Katherine (and you can interrupt), Hilary and you, or Katherine and you. **Talkback** even allows the speed of replies to be altered, giving users even greater control.

On completion, files can be **SAVED** and printed out. A program listing is given at the back which allows you to obtain a hard copy of all the phrases stored for each character.

To what the apposite two-sample thesaurus **ASTRO** and **SCOUT** (drawn from *Dick Snow*) are included. Using this program children will be involved in discussions, sharing and using ideas and teaching language — the very skills that their teachers are trying to encourage in the classroom.

There are many educational situations where **Talkback** can be used to help children. Life skills can be taught effectively and how to phrase the necessary services; an interactive news service; and for older children, job interview techniques. Altogether a versatile tool for all interested users.

At last — a program for children that puts the fun into moving and using words without the pretence of being the most powerful word-processing package yet written.

At last provides a way to replace words. A fully detailed booklet gives a wonderful introduction to an open-ended program that will have lasting appeal. **ABC** is described as being "for people interested in words NOT word processing", and this makes much of the relevant features available.

The facilities allow that the user has little prior knowledge and wants to get started as quickly as possible. It also emphasizes that whenever it typed in cannot damage the computer; it expects that the advice is most for parents coming to the computer for the first time and showing some signs of light — children usually have no intention of the kind. Everything is explained in a

MICROSOFT HOME EDUCATION

Talkback

For the BBC Microcomputer

using the TAB key, individual lines can be fixed in position and protected from the sweeping operations. With CENTRE it is possible to include footnotes in the writing. What about COPY and DELETE? I hear you say? Yes, but can't be copied, but a real convenience for young children is the DELETE facility.

It is very hard to explain to some children why the operation of deletion requires the cursor to be placed one space to the right of the letter to be deleted. In ABC this function has been programmed to remove the character at the spot where the cursor sits. So visible that no-one else has thought about it. If you don't like that, the usual one space beyond operation can be switched on again.

Key F9 (you hear the BREAK key?) opens up an Aladdin's Cave called OPTIONS. These include the usual word processing facilities — search and replace, find a and save, display, delete or print text, together with the manual special options as shown on the diagram. Each black number key acts as a toggle to switch each facility on or off (including the line numbers and the ABC method of deletion).

Three styles of screen are available. The WRITE screen is the usual display. Key F2 accesses the READ AND WRITE screen. This consists of a sliding frame of up to eleven lines of text, below which are four lines of the text currently being worked on. LOOK UP and LOOK DOWN allows users to scroll around. Key F4 brings the SLATE and operations. This is really an electronic notepad, allowing children to scribble thoughts in the middle of composing this important letter to Father asking for an increase in pocket money. If the answer is No this could be the first computer graphic aimed at young children. Words can be copied from SLATE to WRITE.

ABC is so user-friendly I have to keep stopping my eyes to convince myself that this is not a dream from the Land of Nod. These programs flow like milk and honey. As each screen is chosen, the colour contrast appears at the top right-hand corner of the screen to remind users what is happening. The range of options provided is superb for the price and all are accessed through easy to use

function keys and menu-driven charts.

They cover the very functions children need to be wary of when starting to write with a computer, particularly auto-repeat and follow. As if this was not enough there is even a utility included called INTERVIEW to convert ABC text files to VIEW files. This has to be one of the bargains of the year and a real contender for the 1985 educational software awards.

Sample Talkback conversation

- BOMB: Definitely will come in the pre-programmed ones.
- ASTRO: Please don't explode — you'll kill me.
- BOMB: Why shouldn't I?
- ASTRO: You can't be serious.
- BOMB: Why can't I be serious?
- ASTRO: Surely you don't want to die.
- BOMB: Death has no meaning for me.
- ASTRO: You are dying.
- BOMB: I am dying.
- ASTRO: You could live forever.
- BOMB: Some might do anything for love.
- ASTRO: You'll replicate in all over the universe.
- BOMB: I am aware that I will replicate in all over the universe.
- ASTRO: Yes, you will replicate in all over the universe.
- BOMB: Of course I will replicate in all over the universe.
- ASTRO: Return to the bomb bay immediately.
- BOMB: I am.
- ASTRO: Return to reactor, bomb.
- BOMB: Reason with me that I will destroy an asteroid.
- ASTRO: Switch to manual now (BOMB).
- BOMB: Destruction sequence is now on automatic.
- ASTRO: I order you to disarm at once.
- BOMB: B-o-m-b!!! GAME OVER. PRESS ESCAPE.

logical sequence too, unlike many other packages.

After loading from disc or cassette, instructions begin with how to type in words and then how to SAVE and re-LOAD text. Only later come some of the special features of the program, followed by an on-screen demonstration of the options available. Sample screen prints are given to help users. It is easy to see how the authors always keep children in mind.

The first text which users are encouraged to type into the computer is a three-line letter to a relative. No matter how much adult assistance, this is a job that most children can do. With the facilities of the package it's — well, you guessed — it's as easy as ABC.

The program starts on the WRITE screen, which if you think about it, is the right place to begin. At first sight the screen looks like a square block, but it really is a screen on black lined on a black background. Moving around it the CURS, LOCK and SHIFT LOCK keys, type away on the keyboard and the fun begins. The words are written in green. Differences in

colour are clear on a black and white or green screen as already mentioned.

The screen displays text, up to 35 characters per line, with 19 lines visible on a page. Naturally, the screen scrolls up words as more text is entered, words wrap around at the end of the lines and extra words can easily be added.

Typing at a pace of text is only the beginning. A coloured function strip is provided to help learn to use some of the options available which perform "magic" on the words. Each function on the strip is indicated with both words and pictures. The operations of FIND and PRINT allow children to quickly move whole single lines or a group of words. Affected parts of the text are coloured yellow while those commands are in operation. Switching off is simply a matter of pressing the same function key again.

Another command called TEND, shown as a sweeping brush, allows extra spaces and characters in the text to be deleted to give a more even appearance. There may be some kids that you wish to have done, however — for not,

Finally, Workshop is aimed at children from three years of age. "Too young?" Well I thought so, especially when this program is "limited to playing with pictures on screen." Time to cut my words — the children enjoyed it. Acorn takes place on one of four screens.

Starting from a SHELF, users choose one of four shapes on which to perform drilling, painting, cutting, rotating and gluing with a variety of cutting machines. They use the red keys for each action designed in pictogram form: **DELETE**, **RETURN** and **ESCAPE** are also used often, which limits the number of keys you have to remember!

The PLASH page shows the chosen shape in its model, surrounded by symbols corresponding to the machine operations. At this stage the shape can be rotated or moved with the arrow keys. **MACHINE** pages allow the various operations to be performed on the shape. Hole drilling is a matter of pressing **RETURN** — the hole you press, the bigger the hole. Each operation can be reversed using **DELETE**. There may, however, be a slight variation in the new shape produced. Finally, the **LOOK** page shows all the symbols used to date and provides a complete list of all the actions undertaken.

Workshop is designed to allow children to experiment without fear, an admirable aim for educational software and one that should be encouraged.

Workshop is a most beneficial when parents and children use Workshop together. Although the program is full of interesting sounds (which can be switched off), children need the tactile experience of the real thing. If there is a poor home or the machine this could be a hindrance, but when a high-class field is to be won.

Here's to the birth of the next in line, with the hope that the gestation period is short.

Peter 29 95 (over 16)
£11.50 (inc)

Publisher: Acornsoft Home Education

BBC

ELECTRON



ACORN SOFTWARE EDUCATION

Workshop

For the BBC Microcomputer



UnitSoft

Amstrad Macintosh

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SOFTWARE



New Games

So far top class games on one tape is virtually nonexistent in this about. This compilation from Versus Games has something for everyone: a strategy graphic adventure, three action adventures, an arcade game.

The adventure is called Lords of Midagrin and tells a tale of the battle against the forces of the evil Lord Bloodheart. Initially you control four heroes in their quest to overcome the dark Lord's hordes. As you recruit more people in your cause the game becomes extremely complex.

Decemari's forces multiply rapidly and you must recruit soldiers as quickly as possible. A map is provided to help you plan your campaign but the copy I had was almost unreadable which certainly added a new dimension to the game.

From Midagrin, Strategico and Phantasma are all very similar games. Travel about a world of screens collecting objects as you go and avoiding collisions with the various aliens.

Arctura Night is a series of sword action games based on the famous stories and the final program is Palace Patrol II whose predecessor was one of the first C64 games which really grabbed my attention. In 1994 your country is under attack from squadrons of helicopters and you must guide your troops in the battle but defeat is inevitable.

All of the games are golden oldies and I suppose that this is the best way to market games which have passed their prime phase, in the same way as old pop songs are recompiled on one album.

R.D.

Price £5.95

Publisher: Activision

Address: 25 Harley Hat, Marylebone Rd., London NW1 3HE



Beach Head II

This is the follow up to the very successful war game, Beach Head. In terms of technical speed and quality, the authors have improved a great deal and this is a huge improvement, rather than just a boring sequel.

The package comprises of four episodes in which the hero P. P. Barker does battle with the evil despot. The parts have some continuity so that the first three parts portray different stages of a mission to rescue some prisoners. In part one you land your paratroopers and advance on the desert. The second part involves getting the prisoners out of the prison and evading tanks and other parts. First you bring in the helicopters to attack the prisoners and finally, the fight is the death with the despot.

After a main segment has loaded the subsequent parts are loaded as required. You can play the part of either protagonist as you can play against a friend. Each soldier you hire is equipped with weapons and the quality of troops is high. The missions of the Desert are particularly good and the whole effort topped off with a generous dose of high quality graphics. The games are tough with the computer giving you a real hard time.

Overall, good high quality game involving both skill and brains which will keep you glued to your machine for many an hour. I found it not entirely to my liking, but then again my preference has elsewhere. If one Beach Head, you'll love the rest.

A.W.

Price £5.95
£14.95 tape

Publisher: US Gold

Address: Unit 10, The Parkway
1st Flr, Henning St, Birmingham B1 3HS

Steve Davis Snooker

If you're wonder if the appearance of computer sports simulations really do help an amateur in the game with their game or whether it is purely a financial arrangement. Not that it really matters in this case because there would be proof of that contention from the snooker case in the 1980's.

At last a game of snooker which allows a player select a computer option and the option to set up trick shots or position set-ups.

The game can be played using the keyboard or a joystick and some speed is lost of the snooker is done not matter which you use. There are three cue drivers normal available. The main menu allows you to select the computer opponent, display the help screen or call up either of the other menus.

The play menu shows the set up of the two players, sets the main menu and the help screen, but the third menu is by far what makes the game unique the solo menu.

Apart from allowing the table and cushion colours to be selected the option allows you to set a and remove any of the balls on the table. If you want to try your hand at pool shots then this is the game for you. As long as one red ball is left, any configuration can be used and, if required, covered across to the play mode.

In the play mode the ball which you are aiming for is selected by moving a cross wire into position on the ball. Then upon and covers may be determined before the shot is played.

The one problem I involved with the game is the potential one of using a black and white TV. Determining the balls can be difficult but I suppose the answer is to ball out and buy a colour monitor.

A.D.

Price £5.95

Publisher: CDS Software

Address: Silver House, Silver St, Gloucester GL1 3HL

C64



C64



C64





Rescue on Fractalus

The Juggen are winning the megaplanets war because they have taken refuge on Fractalus, a planet which is only just habitable. Time is short and our pilots are falling from the sky like flies in an insecticide. As one of our top Valkyrie flyers you must rescue the pilots and destroy their damaged ships to keep our high tech armies safe from the enemy.

This is the plot of one of the new games from Activision, its Laserdisc series. To film both the action Lucas compares up the Star Wars series but the bosses of the movie have absolutely nothing to do with the battle (a case of look as hard).

The player's name is derived from the fact that the player's surface is created by the use of fractals. Fractalus are the building blocks with which the scenery is produced so professional flight simulators said there was hope for the creation of a screen which gives a sense of reality. Unlike many simulators, you can actually fly towards and over the distant hills into the valleys and gorges beyond.

Control of the Valkyrie fighter is achieved by the combined use of joystick and keyboard. In addition to an altitude indicator and artificial horizon display, the instrument panel also has wing up sensors which indicate how near they

are to the trigger altitude, speed, energy and radar display, targeting missiles and long range laser cannons.

Each pilot has a radio-beacon which emits a signal for you to home in on, but beware, the radio's are guarded by laser beams on the mountain tops and suicide missions Juggen masters home in on a collision course. A force shield protects you from these dangers but the power of the attacks sap your precious energy and jolt your ship around.

When you eventually land to recover your pilot you must carefully follow a sequence of actions. Switch off the energy shield, wait for the pilot to run towards you to see his oil gauges, engine level and tanks on the attack deck. Once the shield has been opened, the pilot will climb aboard and then the door. The defence systems must then be re-armed, but remember, you'll fly your pilot.

The Juggen are no fools and they have overpowered some of the extended craft so you must make sure that you can take your pilot approach if he is wearing a green helmet, he is an alien and must not be allowed to board.

The game has several levels and although the lower levels become quite boring, the action on the higher levels becomes fast and furious enough even for the most hardy hardened player. An exciting screen simulation.

R.B.



Pinball Construction Set

Those ancient ones among you may recall that in those dark ages before the video game there was a leisure apparatus called the pinball machine. This game enables those of you with such memories to create a machine of your own within the confines of your C64.

Once loaded up, the display gives you, on the right, a collection of icons and on the left the framework of a pinball. Using an alphanumeric pointing finger you can select the various items necessary to build the machine. You can choose from a wide range of bumpers, roll overs, flippers and other games and put them where you want. Using sensors and bumpers you can make games complex, and final credits overlays can be applied with a point touch. Once the layout is to your taste, you can specify sound effects and scores and link bumpers to AND gates for bonuses.

The system uses mathematics to make so that you can tweak the graphics but this led to some blippy areas where colours clashed. When you play you can slow the pace of play and the re-effects of vibration of the bumpers. How does it play? Just like the real thing.

The program can store disk programming and is a joy to use. The entire vocabulary has great appeal, but only if pinball is your thing. Great fun, but no lasting appeal must be an obvious warning you'll use of the computer. This potential problem may be exacerbated by the high price and no release on disc.

A.W.

Price £14.95

Publisher: AmigaSoft

Address: Amphibio Inc, Palace St, London SW1



★★★★★

Flipped



★★★★★

Hooked



★★★★★

Keen



★★★★★

Tawnying



★★★★★

Cometree

Price £5.95

Publisher: Activision

Address: 85 Harley Hag, Mary Ibbott Rd, London NW9 5BB

C64



C64





Ian Betham's Test Match

Sports simulations are all the rage at the present and cricket, in particular, has been well covered in recent months. This is one such game the leading we are greeted by a team of a cricket field with a captain arrived in the background. The first job is to select the game to be played. You have the choice between limited over, one day and test match. Different games offer different message lengths.

The next step is, if you wish, to select your team. In default team it is suggested should you wish to omit this step. The picking player then has the opportunity to plant his field. Once done the strategy begins. The biggest criticism about the version is that it requires two players, each with a joystick. The bowler may select the type of ball, and the batsman chooses his stroke with a left twist of the joystick. Should the ball be hit, the bowling player must select a fielder by positioning a cursor and then moving the chosen player. To field the ball this player must make contact with the ball. This fielding operation was appallingly difficult.

Graphically the game is unimpressive with rather wooden figures and poor animation. Sound was limited to applause and other such effects.

The outcome of a human versus computer option was rather a mistake since many users won't always have a human opponent available when they want to play. The general play tended to be awkward and unsatisfying.

A.W.C.



Seven Cities of Gold

Exploration and trading are well used elements in adventure simulation games. This game is the best I have seen of this genre. This package is only available on disc because of the fact that a huge data base is needed to give a complete game.

You play the part of a man whose name has been forgotten by the long to travel afar, conquer new lands and acquire gold. You are given an initial sum of money and with this a first object is created and progressed. You also carry a supply of goods for trade.

The game is essentially graphics with a small window showing the plan view of your progress. As you move north, south, east, west, you can land treasure which you may explore. On landing you must select a team to explore and decide on the provisions and goods they carry. Once they are on land, the map scrolls to show new areas. When you enter a village the display room is to show your dealings with the natives. Such transactions need much care if you don't want to get a war!

The graphics are excellent with the map shown in great detail. Since the map is disc based, it is a real highlight. When you have acquired sufficient gold you return to port where, depending on your performance, you may acquire further funds for another voyage.

Overall, a complete and enjoyable game which is slick and attractive. Even at the price it's good value.

M.W.

Price: £14.95 (disc only)

Publisher: Amsoft

Address: Suite 101/102, Appleton Way, Palace St, London SW1E 5JF



Adventure Construction Set

Most of you will have heard of the Quest and similar programs for the creation of virtual adventures. This product has a similar purpose but is intended for graphical adventures. Due to the size of the base, this package, unfortunately, is only available on disc. The format selected is the usual run-of-the-mill of a program. Within an overall scrolling map of quite significant proportions are a number of sub-scenes which are entered via points on paths. These scenes can be static, save or whatever and are composed of distinct scenes rather than a continuous one. Which allows for some complex scenes.

You can specify a range of characters and characters which may be scattered about the scenario as old objects and weapons of your choice. All variables can be adjusted including the design of figures, objects, scenery and the specifications of the character's attributes. To provide additional interest you can set up your own messages, and a range of music and sound effects are available.

The feel of the game lies towards the well known dungeons and dragons approach with magic and fighting. Characters interact with each other in a team. The allows the adjustment of a character's intelligence, action and experience. Overall, you can alter almost any aspect of the game giving great scope for creativity.

The package comes with a number of impressive three-dimensional games. Overall a powerful and entertaining package. The bad news is that the package does not allow more other games which you could set.

A.W.

Price: £14.95 (disc only)

Publisher: Amsoft

Address: Suite 101/102, Appleton Way, Palace St, London SW1E 5JF



Paintbox

As its title implies, the program provides an environment for the creation of high resolution pictures. The package offers versions for the C64 and C64Plus 4 and apart from some slight differences, the programs are pretty well identical.

Loading is by a Turbo load and on opening you are greeted by a duck about menu. For those of you who haven't used Command, a duck about menu is a single line of options which scroll across the face of the screen. The menu items are highlighted and a touch of the joystick cursor selects it.

The graphics options are quite standard allowing the drawing of lines, points, boxes, circles, arcs, rectangles and filling. The C64 version offers two scenes with a copy area. The C64 version allows the selection of languages as well as colours. A variety of brush designs are offered for greater flexibility.

Basic programs are the high-as resolution made is that you are limited to only two colours per character space. In addition, there didn't appear to be an option to change the paper colour, which further limited colour control. Some of the other touches such as air brush and room was missed. While the spare limitations in the C64 probably preclude further options, the C64 has plenty of room.

On the whole, not a bad package but while being cheap, there isn't of the opportunity, thus that is reflected by the options available in spite of such restrictions, it's worth a look.

A.W.

Price: £9.95

Publisher: Audiogenic

Address: PO Box 81, Basing, Hants.

Price: £9.95

Publisher: Tynesoft

Address: Ardiths Red En, Napton, Tynes & Woor

C64



C64



C64



C64





Ashkaron

The adventure with graphics done with no restrictions so what you're reading is what I could find out by playing. The screen is divided into areas for text and graphics, the latter rather squashed up in the top quarter. Though coloured, they are definitely like red and orange, thus making them difficult to work out. As for more words, words etc., they scroll in the appropriate direction, accompanied by a grating noise from the speaker, which may be an attempt to be the sound effects.

The two levels in a castle, the only rooms to which is across a drawbridge, and there's your first problem. The locations of any importance appear to run outside the castle. Once inside you encounter a very 'really' middle with a wall like a, a slant down — a walk with in classic adventure style — and there's another room, both rooms with names from the ancient, a terrifying room, a clock of mystery, and so on. It even features a hooded figure with red-rimmed eyes, their effect of own gets everywhere!

The most interesting is a wall that doesn't appear to be long. It just repeats the second part, and the program itself isn't terribly consistent. For example, when a green tree dark to me, and that you can't move, you can pick up and drop items, and characters can come in and out without problems.

From a few hours play, and an info, OK, but not wonderful. I wonder what the object of

D.M.



Super Sam

This is an odd game. I initially thought a locked pretty boring, so I spent a while wandering through the same few screens, not really getting anywhere.

But, once I let down a machine and found myself in the hands of a candle, the game started to become quite enjoyable. I'm not sure what the plot or purpose behind the game is, as my review copy had no notes with it, but Super Sam seems to be a good game with an assortment of objects to collect.

There's nothing particularly original here, and the graphics are quite old fashioned and blocky, but the variety of the screen look is a bit to surprise. One minute you're in a screen that looks like it's straight out of old old "Horus" games, and the next you're in a pseudo 3D maze going to avoid some odd looking objects with him on. When the authors of the game seem to have done it to bring together bits of a number of old games and string them together to produce a game that isn't as all original or outstanding in any way, but which is certainly less quite satisfying.

There seem to be quite a large number of entries around screens, though I'm not sure exactly how many, and they should keep you occupied for a while. This isn't a great game by any stretch of the imagination, but, as a budget price, it's okay for a few understanding home play.

C.J.

Price £2.95

Publisher: Budget

Address: 1 Orange St, Sheffield S1 4DW



Shuffle

As for the old favourite travel-time puzzle game has been computerised in budget software by Budget Shuffle contains a selection of pictures, patterns, numbers and letters which are divided in blocks and jumbled up by the computer for you to rearrange them to their original form.

The computer gives you the time you have taken and number of moves. There are eight different puzzles and three difficulty levels to choose from, at level three the game is really taxing in order to slide the blocks in position, eight keys are needed — which may seem excessive but they are very logically provided and you don't get used to them. Using a joystick speeds up the operation to a bit, which is a good thing.

The graphics and the sound are very good. Although Shuffle is written in BASIC, it has all the qualities of a good machine code game. The instructions are clear and easy to follow and the game simple to play but requires plenty of patience and time player.

Shuffle is a game for the whole family to enjoy. For its price it's very professionally written and will stand many games playing at much higher prices, but just to show that high price is not always a guarantee of quality. If you are a puzzle addict then Shuffle is definitely the game for you. Excellent value for money M.B.

Price £2.95

Publisher: Budget

Address: 1 Orange St, Sheffield S1 4DW



Diamond Mine

Armed with only a very long pipe you must save the mine from the deadly killer bugs and rescue the remaining diamonds. Well, sort of, the game is not quite that exciting, but it is very subtle.

Starting from a point at the top of the screen, you — the chief mine worker, presumably — must guide your pipe down through the mass of tunnels, avoiding touching the walls and bugs, to reach the diamonds.

You start with a set amount of pipe but if you hit a wall or a bug, you lose twice as much pipe as there is on the screen. If you reach a diamond or your pipe is eaten by a bug then you just lose the amount of pipe used. There are eight diamonds to collect and each screen starts with two pipe.

The game takes quite a while to get used to as the game is very difficult to move through. If you do manage to get all eight diamonds — it took me a few goes! — then the next screen is the same as the first with two pipe. This leads to a fairly boring game in the long run. Admittedly when I reached a fairly high level the screen mass did start slightly but by then I was almost too bored to notice.

The instructions are good and the graphics quite reasonable, but the game is not very playable — it's difficult to master and repetitive to use. Fun to watch.

S.B.

Price £2.95

Publisher: Blue Ribbon Software Ltd

Address: Silver Hill, Silver St, Doncaster, S1 1YB





Master of the Lamps

This game is definitely different. It involves magic carpets, games and lamps, you have to assemble the pieces of three broken lamps and return the magical spirits to them. That it is to date, rather unpredictably, by having games.

There are two different types of screens to navigate in the first, where it found quite easy, you have to fly through a tunnel (as a stage, carpet, the tunnel is represented by a series of coloured diamond shapes, and so long as you keep moving forward the tunnel can you see you shouldn't go far wrong. The second phase is trickier. Here, a game blows a sequence of notes into the air and you have to hit the corresponding game in the correct order before the notes shut down and catch you in the beginning. Various of the game, the same air either coded to help you in the first round, the colours disappear quickly if they are gone at all.

Every time you complete one round and one sequence of pieces, you are rewarded with one piece of a lamp. To assemble all three lamps you need a total of 21 pieces, you will need for most staying power and a better sense of path than I have to get them all.

This concept is interesting, and the graphics and sound are very good, particularly the music which accompanies the magic carpet flight. It's a shame Activision had to spoil the game's appeal by putting such a ridiculous price tag on it. **MLN**

Price: £11.95

Publisher: Activision

Address: 11 Harley Ho, Marylebone Rd, Regents Park, London NW1 8SS.

MSX



Graham Goodie's Test Cricket

With a name like we've had, cricket addicts fed up with run-of-the-mill matches now have an alternative, guaranteed against rain, bad-lyrics and almost everything except power failure — Graham Goodie's Test Cricket. What's more, those who think they can't get a better team than the official selection can have a go.

The game starts by selecting from a 40-over, 50-over, 60-over or two innings match and deciding skill level. Then you choose between two players or one player simulation or one player arcade. That completed you choose the England and Australia 11 from the 20 possibilities for each, and off you go.

Simulation means that you can just sit back and watch — a 50-over match takes over an hour. But if you wish, you can control the batsman's tactics, aggressive, normal or defensive. An-able mode involves turning the batsman's wrist or clicking the joystick to attempt the bowler. In both, you choose your side's bowlers and when they should change. The graphics are good, and the animations (like C&A) are made up for by imaginative animation, like flicking round the ball in the air after a catch.

Test cricket enthusiasts will be unhappy with some aspects of the realism — I've yet to see a maiden over for example. I'd also like a list about about the players, as (as programmer says them, to help clarify the team hierarchy), it's all good fun, and where else can you see Border bowl weekly in a different test fixture. **B.J.**

Price: £9.95

Publisher: Acclaim

Address: 28 Suttons Ind Pk, Reading, Berks.

C64



Guy in the Hat/Secret Sam 2

First of all, I love the idea — two games on one cassette — fantastic. What a concept, what are the games? Well, Guy in the Hat is your standard bookkeeper's account.

Guy wanders across a hexagonal grid, eating bugs and avoiding the "Beeby Busters", who remind me of things I used to stick on the top of my school pencil case. Finally As Guy can't escape the bee busters' colour and is impossible. This is not true if he drops his hat, which can be depressed under a name. The number of insects in Guy's dot increases by level. Gradually this game is alright, but it has little or no lasting appeal and could be quite easily achieved in BASIC.

The reverse is true of Secret Sam 2, a first only made 2 adventure, in the private eye world of Secret Sam Again from a rather strong command paper, this game has a large number of locations, which L. Cross the Korymbos, failed to reach without cheating. I won't go too much away, but down can be played and never take a battery from a strange road.

Both the games on this cassette are fairly average, but remember a few years ago they could have been available separately at £7.95 each, so give them a try and look up your card again. **B.A.**

Price: £2.95

Publisher: Blue Ribbon Software

Address: Silver Box, Silver St, Doncaster.

BBC



Birdie Bounce

Birdie Bounce is the answer to a golfing widow's dream and may well have owners of gold content into making gardening. Anyone who perfects taking a walking bat and enjoys a game of golf, will find this program a breeze.

The game features an 18 hole golf course with bunkers, streams, lakes, trees and surely a straight fairway. The current hole is displayed on the screen and at the top, an arrow and number shows the direction and strength of the wind which has to be taken into consideration when writing direction and strength of shot.

The number of strokes taken is not displayed and the score yard is shown at the end of each hole.

Once on the green, the screen changes to show an enlarged view of the area round the hole but to make life difficult, the force of green can vary from fast to slow. This has to be allowed for when setting the strength of shot. The effect of the wind upon the flight of the ball is very realistic, but unlike a real game of golf where an accurate ball can drop into the hole even if the stroke is too strong, in the game the strength of shot has only a small margin of error and if hit too hard, the ball will pass straight over the hole.

The game is addictive and very enjoyable and its response is in the choice of the club, strength of shot and direction, with consistent and realistic "Ballo, watch out!" **J.B.**

Price: £7.95

Publisher: CIBO Micro Systems

Address: Silver Box, Silver St, Doncaster. S Yells DN9 1BL.

BBC





Everyone's a Wally

Many reviewers are either half-hearted and unimpressed, using an advantage of the different features of the new machine. This is different, and it's superb. The Wally song is here in three voices, and on tape too, and whereas the characters and buildings of the town were on microchips on the Spectrum, here they are all on plastic on colour with super smooth movement, and sound effects. It's better than most computer TV and even, dare I write it, better than Scooby Horror!

The game itself has become a classic. You control an old Wally, at any of his friends as they stay around the town. Each has different skills, and whilst wandering you will discover different jobs which need doing, like mending the fountain, repairing a police, or building a wall. You only meet you find and control the person whose skills you need, but you must also acquire the key to use too. Then they get paid, and the cash put into the bank. All you need then is the combination to the safe — also spread about the town — and you get the cash. A monster tank, controlled by the fact that various machines are flying around which use your energy, particularly in the business arcade games, and need to use up your cash too.

The music describes the scene a complete entertainment package, and for me, I agree. A masterpiece. How about releasing the next one for the Amstrad first, Microgen? You can certainly make the machine hum!

B.M.



Screwball

Screwball is basically a very simple game. You are the "Screwball" and it is your job to jump around the 3-D maze changing the colour of the squares in order to progress to the next screen. You have 60 seconds in which to complete your task before you die. However, 60 seconds is a long time and there are some rather awful little black bugs which are there just to make your task a little more interesting.

By simply moving over the squares they would have difficulty catching you, so to help, they do not always move onto the squares. Your defences against the bugs is your ability to dig holes into which they will fall. In case of deep trouble there is also a hyperspace function which returns you to the top of the screen. Of course this has no guarantee of working and you can often die using it.

The instructions are quite adequate and the graphics are very pretty. Needless to say, there are problems with the game. By constantly placing the hole where the bugs appear it is possible to gain extremely high scores, but this also makes the game quite boring. The main criticism I have is that the game contains a bug which I'm sure was not intended. Occasionally a second malicious screwball will appear which can not be moved and when eaten by a "black bug" causes you to die. Though, I must say, on the whole the game is of a high standard.

B.H.



Kiddsoft Magazine

This is the first of a monthly tape magazine aimed at four to eight year olds, about for buying the children they are not done — or so I thought.

The magazine contains of six programs, those on each side. Side 1 has Ballroom puzzle, Fire word game and Number Game. The first game is a re-birth of the classic book game of wadding business stories to find the owner. Pop checks to see if the user can remember a three-letter word. A word is shown and the child has to press a key whose letters the particular word contains again. Number Game tests the child's ability to add up to 20.

Side two starts with Hangry, another number game, in which the child's ability to do basic addition is tested. The next program is a touch and test musical history — about Blue Tits — but strangely no colour is used. The final program is a simple test adventure using single key responses which the user must help Paddy Green find seven stolen objects.

Though the idea behind the magazine is sound, the copy I received had not been thoroughly bug-bagged a comparison mentioned was missing, and at £1.95 it is not really cheap. More care should have been taken with the content of the tape to attract children, possibly it is too ambitious a project for a small line to tackle.

H.W.



Fu-Kung in Las Vegas

It's a long time since I've seen anything so awful as this. Even the video card notes don't seem to be able to explain it adequately. The hero, Fu Kung, is an American detective of oriental extraction who has to check all the casinos in Las Vegas to see if they're honest! As a result, he must apparently collect cards, and avoid running dangers and decorations as he makes his way under your control from one screen to another.

OK, I have to admit it, the players seemed slow up well on the given screen, but they look awful otherwise. The characters are incredibly crude, move jerkily, flicker, and are painfully slow. Even so, it's not easy to succeed on screen one, given the choice of hard to run games on the equally awful introductory screen. Based on memory.

I used about eight times to get further, but frankly wouldn't have bothered had I not been reviewing. On the very level, lives seem to be infinite. Not as good as some 256K games. Very slow, what can such as Amstrad doing when they're on the machine that can display Knight's Love, Scooby, and Everyone's a Wally to perfection? Truly great!

B.M.

Price: £1.95

Publisher: Amstrad

Address: 169 Kings Rd, Brentwood, Essex CM84 4JF

Price: £1.95

Publisher: Microgen

Address: 44 The Broadway, Bracknell, Berks

Price: £1.50

Publisher: Blue Ribbon Software

Address: Silver Box, Silver St, Doncaster, S Yorks

Price: £1.99

Publisher: Kiddsoft

Address: 3 Newmarket Rd, Hays, Carmel 94515

AMSTRAD



AMSTRAD



BBC



SPECTRUM



LONE ZONER



Consign the aliens to oblivion by blasting your way through Stephen Delf's game for the C64

Every zone's a danger-zone in this fast-paced alien territory. As you guide your space ship towards the objective, aliens aimed to the maxillaries will launch attempts to catch you in their clutches. Your mission is to obliterate the area (he aliens call "zone zero zone").

When BLIN, the hi-score table is displayed. Hit a key, then the ten levels of play appear. Select the one you want by moving the green spaceship inside the desired level of play by pressing 'A' to go down a level and 'Z' to go up a level. Hit the space-

bar to confirm your choice.

To qualify for inclusion in the hi-score table you must have attained a score greater than the lowest score in the hi-score table on Lone Zoner level only. However, it is very difficult to penetrate the hi-score table as the scores are set so high. These scores can be lowered by changing the values in the variables T(1-5) in lines 4 and 7 as follows: T(1) = 491, T(2) = 400, T(3) = 390, T(4) = 325, T(5) = 300.

Having chosen the level of play the game will start. On the screen will be your SPACESHIP

SHIP (arrow), ALIENS (rod and ball), a ZONE (arrow), WALLS (crosses), a LASER (circle — appears occasionally).

The number of lives you have remaining is displayed on the bottom left of the screen. The zone type you are currently attempting to destroy is the one lit up yellow on the bottom right of the screen. Displayed at the top of the screen is the level being played, your current score, and the hi-score.

Your spaceship continues moving in the chosen direction until the key is released. The yellow zone on the screen is your objective — it is your mission to destroy as many of these as you can, avoiding the aliens positioned around the screen, and then quickly fire. Look these five and the game



to blow you away. A laser explodes when it hits a wall (or if a laser goes "spaceing"), although it rebounds in the opposite direction if it hits the zero. This is because it is the alien's task to defend these zeros — not destroy them.

Star aliens appear throughout the game in a frequency determined by the level selected at the beginning of the game, appearing one at a time at randomly chosen locations on the screen except when a laser is being fired, when they temporarily stop appearing. They last appearing again when the laser has exploded, having hit a wall or your spaceship. It is therefore safer to move (especially on the higher levels where stars appear in a greater frequency) when alien shots are in your path than when it is not, as a laser shot can appear in your path at any time and, if it appears directly in your path, will result in a laser too fast to swerve to avoid it.

If you hit a wall with your spaceship, don't explode, preferring to come in and battle it. (This is a necessary "twosome" alien to fire at you so that these fire will destroy any other stars blocking your route to the zero. As the game progresses it becomes increasingly necessary to do this, sometimes having to clear vast areas of the screen to get to the zero.

Scoring

Proceeding zeros are worth an increasing multiple of five, so the first zero is worth 5 pts, the second 10 pts, the zero 15 pts, the next 20 pts, and so on.

Controls

A up
S down
space left
F1-right right

Variables

T(1-6) is score
S(0-15) is-score
A1 value of zero
L20 level's name
SC score
L1 number of lives left
A spaceship's position
B direction of spaceship
S1 spaceship's shape
DR direction of level selection
L1 position of level selection location
F position of zero
B zero's shape (14 types)
S position of laser
A direction of laser
A1 position of alien type
J score of alien shot or its score's name
T0 TOWARDIT's name
L0 frequency with which star alien appears (0.1 = Constant and 1 = Last Board)
L1, L2, L3, L4 temporary variables

How it works

0-100 percentage of variables and character set, on-screen
100-100 game procedure of laser and beam fired
200-170 value level of play level
1-10
170-180 change direction of spaceship
200-100 address value of score change as laser and position of a randomly chosen location on screen
400-450 game procedure if laser being fired
500-550 zero score for laser's shot
550-580 display last the score screen
200-250 zero score of level and velocity is in game
400-450 explosion sound if laser hit wall
100-110 explosion sound if zero is shot
500-510 spaceship explosion, sound effects, if more than one spaceship left there
500-510 zero score
500-510 laser explosion sound
500-510 display to-score title
100-110 laser's shot
100-110 laser's shot

note. Plot the quickest route to the zero, which is destroyed on collision with your spaceship. The value of the zero is then added to your score and the next zero type appears at a randomly chosen location on

the screen.

Alien fire to the left and right, depending on where you are in relation to the firing alien. When an alien fires at you, it explodes, its laser destroying any stars in its path on an effort

```
1 REMB LOWE BOMER 1
2 REMB BY STEPHEN BELL 2
3 REMB MARCH 1985 1
4 POKES4276, 0: POKES4276, 120: POKES4276, 137: POKES4277, 35: POKES4278, 10: POKES4273, 0
5 POKES3285, 11: POKES3285, 48: POKES3285, 48: CLR
6 POKES3285, 0: POKES3285, 0: PRINT CHR$(80); CHR$(147); T(1)=7990; T(2)=5640; T(3)=3700
7 T(4)=2172; T(5)=1050; T(6)=1000; T(1)=1000; T(2)=1000; T(3)=1000; T(4)=1000; T(5)=1000; T(6)=1000
8 T(1)=1000; T(2)=1000; T(3)=1000; T(4)=1000; T(5)=1000; T(6)=1000; T(7)=1000; T(8)=1000; T(9)=1000; T(10)=1000
9 V(0)=0: POKES3285, 0: POKES3285, 0: PRINT CHR$(10); R=33: RESTORE
10 FOR I=1 TO 20: T(1)=T(1)+1: R=ADU: POKES3285, 0: NEXT I
11 FOR I=1 TO 20: T(1)=T(1)+1: R=ADU: POKES3285, 0: NEXT I
12 FOR I=1 TO 20: T(1)=T(1)+1: R=ADU: POKES3285, 0: NEXT I
13 FOR I=1 TO 20: T(1)=T(1)+1: R=ADU: POKES3285, 0: NEXT I
14 FOR I=1 TO 20: T(1)=T(1)+1: R=ADU: POKES3285, 0: NEXT I
15 FOR I=1 TO 20: T(1)=T(1)+1: R=ADU: POKES3285, 0: NEXT I
```



```

888 POKES2276,0;POKES2365,31
889 IF >T(5) AND L=1 THEN PP=0;POKES2365,31;PRINT "CLEAR3";SOSUB500;PRINT "CLEAR3";
890 SOSUB500
891 S=3;GOTO9
892 FOR I=1 TO 3;IF PP=SAVEDC(T()) THEN PP=1
893 NEXT I
894 IF PP=STHENT C5=SC;TR C5=TR;RETURN
895 FOR I=5 TO PP STEP=3;T(I)=T(I-1);T(I)=T(I-1);NEXT I;T(PP)=SC;TR OFF=TR
896 RETURN
897 PRINT "CLEAR3YELLOW";TAB(14);"LEVEL. TENDDOWN";PRINTTAB(11);"C= 1 THE SCORE
898 TAB(10);"DOWN";"DOWN";"C= 3"
899 FOR I=1 TO 3;PRINTTAB(10);T(I);"DOWN";NEXT I;PRINT "CHONG3DOWN";"DOWN";"DOWN";"C=
900 WHENCEEND";P(6)=1700
901 PRINTTAB(10);T(1);"DOWN";NEXT I
902 PRINT "CHONG3C 73";TAB(50);"PRESS ANY KEY TO PLAY";POKE198,0;POKES2365,27
903 GOTO943
940 DATA170,231,102,24,24,102,231,193
941 DATA24,43,102,99,127,231,170,179
942 DATA206,223,99,110,110,99,223,206
943 DATA99,127,99,193,193,99,127,99
944 DATA234,240,150,103,99,103,234,324
945 DATA204,234,99,24,24,99,234,204
946 DATA204,234,99,40,40,124,234,193
947 DATA234,231,99,44,47,99,232,204
948 DATA51,99,103,230,234,117,117,99
949 DATA40,54,29,17,24,24,54,40
950 DATA60,235,219,24,12,12,56,117
951 DATA193,199,108,120,120,108,199,193
952 DATA193,192,96,96,48,115,222,236
953 DATA193,193,102,102,124,219,219,193
954 DATA193,193,196,236,115,121,239,193
955 DATA24,40,102,99,193,193,124,24
956 DATA206,230,99,193,100,120,192,192
957 DATA24,46,99,193,199,230,232,6
958 DATA60,103,193,193,120,240,236,199
959 DATA99,127,193,240,60,30,232,193
960 DATA56,126,211,24,48,48,24,20
961 DATA102,102,193,193,193,102,60,24
962 DATA193,193,193,102,102,60,24,24
963 DATA193,193,219,219,124,102,193,193
964 DATA193,227,102,60,24,24,124,231
965 DATA193,193,102,60,24,48,55,34
966 DATA227,235,204,24,24,51,230,227
1000 DATA0,0,60,126,126,60,0,0
1001 DATA60,127,120,30,60,126,102,102
1002 DATA3,15,60,239,239,63,15,5
1003 DATA192,240,232,235,235,232,240,192
1004 DATA24,24,60,60,126,126,230,230
1005 DATA230,232,126,126,60,60,24,24
1006 DATA24,124,103,227,193,102,60,24,24,56,60,28,12,24,24,24
1007 DATA24,60,102,199,30,48,124,243,60,118,203,14,14,203,118,60
1008 DATA26,152,102,239,239,12,12,28,14,63,234,240,60,6,62,124
1009 DATA3,18,54,106,244,102,219,30,193,235,14,60,60,24,48,117
1010 DATA60,110,193,99,122,207,199,124,56,126,193,231,60,24,112,234
1011 DATA234,230,219,153,232,60,126,235,24,60,60,24,24,239,239,60
1012 DATA153,219,60,24,234,239,193,233,234,246,192,233,246,224,234,246
1013 DATA193,219,126,102,193,235,24,60,235,126,60,24,24,60,126,239
1014 DATA492,102,60,193,193,60,102,219,239,219,193,219,126,60,102,193
1015 DATA204,81,233,204,233,204,21,204,60,24,24,126,193,193,219,239
1016 DATA193,193,193,239,239,183,193,193,233,233,193,193,193,193,233,233
1017 DATA60,126,126,232,102,102,60,231,60,24,235,193,102,126,219,193
1018 DATA60,60,60,60,60,0,0,0,24,60,60,24,0,24,24,0,0,0,0,0,0,0,0,0
1019 DATA24,24,60,231,231,60,24,24,24
1020 DATACDWARD,CADET,SOLDIER,CAPTAIN,COLODEL,GENERAL,WARFION
1021 DATAVENUS,CRAFT HERO
1022 DATACDWARD,CADET,SOLDIER,CAPTAIN,COLODEL,GENERAL,WARFION
1023 DATAVENUS,CRAFT HERO,LOVE 22488

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MIKRO-GEN

PROUDLY PRESENTS

THE WORLD PREMIERE

OF

MIKRO-*Plus*
GAMES

Shadow of the Unicorn
will be showing at the
PCW Show, 6 - 8 September.

The depth of game play
is given a new
dimension

by taking advantage of
the **MIKRO-*Plus*** interface

**INCREASING SPECTRUM SOFTWARE
CONTENT BY ALMOST 50%**

COLOUR CLASH

Can you see all the colours of the Spectrum?
Andrew Bird's program tests your colour vision

Do people immediately put on sunglasses when they see you walking down the street — because they may be blinded by the colour clashes of your clothes. Do you regularly have arguments about what colour something is? If the answer to both questions is yes, you may be colour blind. A large proportion of men are colour blind and many never become aware of it.

This program asks you to identify 24 letters against different background colours and your results are analysed by the computer to give you an overall picture of the range of your colour vision.

How it works

1-26 random variables are
 40-100 print instructions
 200-200 demonstration
 400-700 the test
 800-1100 random results
 2000-2000 data for colours in file
 1000-2000 instructions
 4000-5000 program
 10000-10000 article for job change

Variables

NUMS used to analyse results
 C is the colour for letter
 C is paper and ink colour for background
 C is used to count wrong input letter
 C is report statistics
 NUMS instructions
 I test loop
 I, A, E general purpose loops
 C random letter
 C, S used to position letter on screen
 all letter input

```

1 REM Colour blindness test
2 REM By A.S.Bird 1988
3 FORD 23000, S: FORD 23000, 20
4 FORD23000
50 BORDER 5: PAPER 5: INK 0: CLE
60 LET B=0: LET G=0: LET R=0
70 B=1: G=1: R=1: C=1: S=1: S=1
80 C=1: G=1: R=1: S=1: S=1
90 GO SUB 5000
100 REM Print instructions
110 PRINT AT 5,0: PAPER 1: INK 7: BRIGHT 1: "
120 C=1: G=1: R=1: S=1: S=1
130 PRINT "
140 FOR I=1 TO 26: LET C=I: PRINT BRIGHT: BEEP :0
150 NEXT I
160 BEEP :0: G=1: FOR I=1 TO 100: NEXT I: PRINT
170 "
180 FOR I=1 TO 26: LET J=I: PRINT J: BRIGHT: BEEP :0
190 NEXT I
200 BEEP :0: G=1: FOR I=1 TO 100: NEXT I: PRINT
210 "
220 FOR I=1 TO 26: LET J=I: PRINT J: BRIGHT: BEEP :0
230 NEXT I
240 PRINT AT 15,0: BRIGHT 1: " Press "B" for
250 demonstration or "D" for colour blindness test
260 "
270 IF BRIGHT="B" THEN GO TO 300
280 IF BRIGHT="D" THEN GO TO 300
290 GO TO 50
300 REM Demonstration
310 FOR I=2 TO 10: PRINT AT 1,0: "
320 NEXT I
330 PRINT AT 20,0: PAPER 1: INK 7: BRIGHT 1:
340 "
350 S T A T I S T I C S "
360 FOR I=1 TO 255
370 FORD 23000, F
380 LET G=NUM 20000
390 BEEP :0: G=2-20: NEXT I
400 FORD 23000, G: LET G=NUM 20000
410 BEEP :1: -40
420 FOR I=2 TO 25: PRINT AT 1,0: "
430 NEXT I
440 GO TO 50
450 REM Test
460 FOR I=2 TO 10: PRINT AT 1,0: "
470 NEXT I
480 FOR I=1 TO 26
490 FORD 23000, I: THEN PRINT AT I-1, NUM I:
500 NEXT I: THEN PRINT AT I-1, "
510 LET I=1: LET I=1
520 FORD 23000, I: THEN
530 LET I=1: LET I=1: THEN
540 PRINT AT 21,0: INK 0: C=1:
550 LET I=1: LET I=1: THEN
560 LET I=1: LET I=1: THEN
570 FOR I=1 TO 2
580 FOR I=1 TO 2
590 IF FORD 23000, I: THEN PRINT AT I-1, NUM I:
600 NEXT I: THEN PRINT AT I-1, "
610 PRINT AT 20,0: WHAT LETTER CAN YOU SEE ? "
620 LINE 20
630 IF CODE 23000: THEN LET I=1: I=1

```

```

1000  REM *****
1010  DATA 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20,21,22,23,24,25,26,27,28,29,30,31,32,33,34,35,36,37,38,39,40,41,42,43,44,45,46,47,48,49,50,51,52,53,54,55,56,57,58,59,60,61,62,63,64,65,66,67,68,69,70,71,72,73,74,75,76,77,78,79,80,81,82,83,84,85,86,87,88,89,90,91,92,93,94,95,96,97,98,99,100
1020  FOR I=1 TO 100
1030    NEXT I
1040  PRINT "*****"
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1970  PRINT "*****"
1980  PRINT "*****"
1990  PRINT "*****"
2000  PRINT "*****"


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1000  REM *****
1010  DATA 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20,21,22,23,24,25,26,27,28,29,30,31,32,33,34,35,36,37,38,39,40,41,42,43,44,45,46,47,48,49,50,51,52,53,54,55,56,57,58,59,60,61,62,63,64,65,66,67,68,69,70,71,72,73,74,75,76,77,78,79,80,81,82,83,84,85,86,87,88,89,90,91,92,93,94,95,96,97,98,99,100
1020  FOR I=1 TO 100
1030    NEXT I
1040  PRINT "*****"
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1980  PRINT "*****"
1990  PRINT "*****"
2000  PRINT "*****"

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ON YOUR MARKS



THE RACE BEGINS ON
COMMODORE 64, AMSTRAD &
SPECTRUM ON OCTOBER 8TH.

To celebrate their new Home Education titles Acornsoft are offering big discounts on their previous education titles to HCW's BBC owners

SPECIAL OFFER

This week we are able to offer our BBC owner readers an extraordinary discount on a number of products in the Acornsoft Education range.

Nowhere is this more, you will find a review of the new Acornsoft Home Education releases and you should appreciate the thought and programming skill which goes into the range of programs which Acornsoft publish.

We offer here a range of programs from the well established Education department of Acornsoft which are designed for use in both the school and the home. There are programs for all ages from the pre-school child to the A-level student and they cover areas as diverse as Chemistry, Physics, Maths and even art.

The home offer is a straight £2 off any package which you wish to order. You can claim so many £2's as you like, there is no limit to the savings you can make.

The first two of the programs haven't actually been advertised yet. Gas Laws and Symmetry, only available on disc, are aimed at the middle years of schooling and contain both teaching sequences and testing routines. Symmetry has three programs, each of which explores a different area of the fascinating subject. There is also a fully detailed manual with activity sheets and teacher notes.

Gas Laws is both a teaching and demonstration package which can be used as the basis of both a lesson and an experimental session. The graphic displays are true to life and there can be a random choice built into the experiment routine. Both these disc packages will be sold at £14.95 but with this offer they can be yours for £12.95.

There are three Chemistry packages which are aimed at the examination student during their preparation for O or A level. Chemical Analysis deals with the identification of both elements and compounds from a standard battery of tests. Chemical Simulation is one

ACORN SOFTWARE

Gas Laws

for the BBC Microcomputer Model B



way of running a number of experiments without the difficult aspects of safety and equipment. The three programs deliver software, experiments, and theories and organic

functional groups analysis. Chemical Structures allows the student to represent the bonding of molecules on screen and makes the 3-D shapes of compounds easy to understand.



The Chemistry courses are normally \$13.40 each but will also differ they can be mailed to you down for just \$11.95 each.

The final series of quarters are priced at just \$7.99 after your discount has been deducted and they span a wide range of sizes and subjects.

Temperature Control Simulation is a graphical program which allows you to monitor the body temperature of a cyclist when you change the conditions under which he labors. The package comes with a 21 page booklet in which the biological background is fully explained.

One-to-Money is a program for pre-school children which aims to give them experience in the basic skills of money. The program covers the numbers up to nine on an attractive graphical manner and there is a function key strip which makes the input of answers easy. The program will even talk, if the appropriate chips are used.

Finally, we can offer a program with an *adversary bias* scheduler. The scheduler allows anyone, without any knowledge of programming, to set up examinations and test in the form of multiple choice questions. The computer will then administer the questions to a group of students and keep full details of their scores and performance.

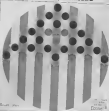
It struck us that the postage could be the basis of a compressed Treas Quiz but we're sure you have far better and more instantly able. The clues take about have a normal price of \$9.95.

To make your choice and fill in the coupon here to claim your discounts. The form, and your cheque or postal order, should be mailed to the address given on the coupon **WENT** to the small address below.

And think, you can save the cost of your HDTV from being lost with your first purchase and then the store's the best.

Symmetry

for the BBC Microcomputer Model B



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HIGH
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TALKING
TO YOU!**

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**EASY TO ADD
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READ ALL ABOUT IT: HOW DOES IT WORK? PAGE 40

CURRAH MICROSPEECH

**We can make
Commodore worth your**

MAKES YOUR COMPUTER SPEAK!

Associate great:
importance

WHOPPAS

HCW regular Shingo Sugura makes tile screens a doddle with his big character program for your BBC

WHOPPAS is often used for the title page for commercial games programs. If you make games yourself, you'll probably know how effective large chunky characters can be in giving a professional finish to your programs (whether it is for a professional or another master's). However, producing these big characters is a very tedious process. You have to design them on a piece of graph paper and then look up the code for each character in the table of your user's guide. This utility will solve all of your problems. It allows you to print a string of characters on enlarged paper in MODE 7. The characters are in ten enlarged versions of the standard character set but it still looks very professional.

Type in the listing carefully and save it before you run it. This is very important because save mistakes in the program could, and probably would, corrupt the program. Now RUN it. If all goes well, the name of a certain magazine should pop up on the screen. If the screen goes black and nothing happens, check the listing line by line.

Each character takes up 15 "normal" characters spaces and can be any character including user defined ones. The printing itself is incredible fast, in fact virtually instantaneous because the whole routine is written in machine code and direct access is made to the



screen directly. It is very easy to use. You just type in the screen address and the character code and press the second character key.

Whoppas is a very easy 1 line program in BASIC, provided you have a good understanding of the many parts for yourself. All you have to do is include a line PROC print, format, K, Y, where K is the text you want to print. Make sure that K isn't too long as I haven't included any error checking. Although the result is rather messy with the text over writing anything on the next line.

K and Y are the co-ordinates at which you want the string to be printed. These take the normal values, i.e. 0 to 39 for K and 0 to 34 for Y (although it would be stupid to use values greater than 31 for X, or 33 for Y since the enlarged character

set is only 32 characters wide). If you want to deal with horizontal scrolling, you can use the entry in the character control codes.

These can be placed at the beginning of the first line of scrolling to place them on screen 05. These control codes take the values from 145 to 151. For the example included in the next program.

To include the table in your own program, you need the procedure which generates the machine code and the procedure which handles the actual printing, i.e. DEFPROC print and DEFPROC scrollable. At the beginning of your program, the machine code must be assembled once by calling PROC gencode. Now to include the file "WHOPPCAS.BAS" somewhere near the beginning of your program and make sure it is called only once.

New printing large text is now possible. See WHOPPCAS.BAS and WHOPPCAS.DAT.

How it works

10-40 REM statements

50 call MODE 7

60-80 set up MODE 7 screen for graphics by printing graphics control codes on columns zero

90 set up text window

100 call procedures which assemble the machine code routine

110-120 print the name of a well known magazine in enlarged print

130 start of procedure which allows the user to access machine code routine from BASIC directly

140 start of procedure which prints in user's location in memory

150 call machine code routine

160 end of this procedure

170 start of procedure which assembles the machine code routine

180-190 define constants

200 reserve space for machine code routine and work space

210 start of routine

220 call routine which calculates the screen address of the co-ordinates at which the character is to be printed

230-240 push X register onto stack

250 push Y register

260-270 check whether the end of the string has been reached, or check for 0

280 print enlarged character

290-300 reserve X-register from stack

310 increment X register

320-330 calculate screen address for next character

340 go back to check character

350 end of main routine

360 the routine handles the printing of the enlarged character

370 call routine which reads the definition of the character whose ASCII code is held in the accumulator

380-390 print enlarged character

400-410 the routine calculates the screen address of the character position whose co-ordinates are held in the X and Y registers

420-430 This routine reads the definition of the character whose ASCII code is held in the accumulator

440-450 the routine prints out row of the enlarged character

460 routine which returns the lowest significant byte of a 16 bit number

470 routine which returns the highest significant byte of a 16 bit number





```

300 IF a$=a AND LEN(a$)=10 ON c$+10000 OF a$
  "go on" THEN GOTO 301
310 IF a$="a" AND LEN(a$)=10 ON c$+10000 OF a$
  "go on" THEN GOTO 301
320 IF a$="a" AND LEN(a$)=10 ON c$+10000 OF a$
  "go on" THEN GOTO 301
330 IF a$="a" THEN a$=a$+a$+a$+a$+a$+a$+a$+a$+a$+a$
  PRINT "you can't go that way now"
340 GOTO 1470
350 IF a$=1 AND a$=2 OF a$+25 AND a$=1 THEN
  GOTO 1520
360 IF a$=17 AND a$=4 AND a$=10 THEN GOTO 15
  30
370 OF a$+15 AND a$=1 AND a$=2 OF a$+30 AND
  a$=4 AND a$=10 THEN GOTO 1540
380 IF a$=5 AND a$=2 AND a$=10 THEN PRINT "I
  can't see in the dark" a$=5
390 IF a$=10 AND a$=10 THEN PRINT "I am " a$+10
  a$+10 a$+10 a$+10 a$+10 a$+10 a$+10 a$+10 a$+10
400 IF a$=10 THEN GOTO 2200

```

```

410 IF a$=10 OF a$+10 OF a$+10 OF a$+10 OF
  a$+10 THEN a$=10 GOTO 440
420 IF a$=10 THEN a$=10 GOTO 440
430 IF a$=10 OF a$+10 THEN a$=10 GOTO
  440
440 IF a$=10 THEN a$=10 GOTO 440
450 IF a$=10 THEN a$=10 GOTO 440
460 IF a$=10 THEN a$=10 GOTO 440
470 IF a$=10 THEN a$=10 GOTO 440
480 IF a$=10 THEN a$=10 GOTO 440
490 IF a$=10 THEN a$=10 GOTO 440
500 IF a$=10 OF a$+10 OF a$+10 OF a$+10 OF
  a$+10 THEN a$=10 GOTO 440
510 IF a$=10 OF a$+10 OF a$+10 OF a$+10 OF
  a$+10 THEN a$=10 GOTO 440

```

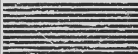
```

300:PRINT "OK!"
320 IF c=0 THEN THEN L=1:GOTO 1200: ELSE IF
c=1 THEN THEN L=1:PRINT "What shall I use?"
340 IF c=2 THEN THEN L=1:GOTO 1200
360 IF c=3 THEN THEN L=1:GOTO 1200
380 IF c=4 THEN THEN L=1:PRINT "I'm a lost
soul!"
400 IF c=5 THEN THEN L=1:PRINT "The water's
freezing!"
420 IF c=6 THEN THEN L=1:GOTO 1200
440:
460 IF c=7 THEN L=1:GOTO 1200
480 IF c=8 THEN L=1:GOTO 1200
500 IF c=9 THEN L=1:GOTO 1200
520 IF c=10 THEN L=1:GOTO 1200
540 IF c=11 THEN L=1:GOTO 1200
560 IF c=12 THEN L=1:GOTO 1200
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3860 IF c=176 THEN L=1:GOTO 1200
3880 IF c=177 THEN L=1:GOTO 1200
3900 IF c=178 THEN L=1:GOTO 1200
3920 IF c=179 THEN L=1:GOTO 1200
3940 IF c=180 THEN L=1:GOTO 1200
3960 IF c=181 THEN L=1:GOTO 1200
3980 IF c=182 THEN L=1:GOTO 12
```

[illegible]

PERIPHERAL

Find out why David Holmes tripped the light fantastic when he reviewed dk'tronics Graphics Light Pen for the Amstrud CPC464.



Graphics Light Pen

Brings to your computing time with this super package from dk'tronics.

It comprises three parts: of electronic hardware, a spirit manual, and the Light Pen — which looks like a fat ball-point stapler in a yard of wire.

The pen plugs into the interface which connects directly to the computer port at the rear of the computer. A through box allows for additional graphics such as speech pen-behaves and dots.

With all this — and more to come — things are becoming a little crowded at this port. However, it does all fit together easily — and all components work in trouble-free silence.

For the uninitiated, the presence of a light pen held

against your monitor screen is equated to X, Y coordinates. So by knowing the position of a menu item on the screen it can be selected simply by pointing at it with the light pen.

The third part of the package is a software cassette containing a pointing and drawing program that enables you to put the light pen to immediate use.

The ease with which the program has been written is obvious at every step and a disclaimer the best implementation I have seen.

Full screen pictures are easily accomplished, with the light pen providing up many of the graphics. Better editing facilities would have made life easier for those error prone artists; yet, Eraser (and the paper) exists to overwrite and's always as simple as it sounds.

The number of errors incorporated in the drawing program surpasses further the usefulness of the light pen.

User-friendly throughout, I found the theme a pain itself, these are graphics representations of such new menu options and are used instead of the more boring textual lists. Using these means there is no language barrier, so the very young will be perfectly at home once they have been told what to do.

Well-documented, the accompanying book leaves nothing unexplained apart from how to use the software without the light pen or interface connected! Well, try using the control line along with the mouse, helped, you'll be pleasantly surprised.

Not being virus protected, the software can readily be transferred to disc, thus reducing the five minute load time to a matter of seconds.

Listed in the manual for you to type in are two programs that allow your art work to be stamped to a printer. One of these is for the Amstrud printer, and the other is for Epson compatible printers.

The authors have gone to extraordinary lengths within the manual to explain in lay to lay detail how these things require work, so more printers will be capable of using their facilities.

However, if like mine, your printer requires that BIT 7 should be set when sending high resolution data, then there is no way at all that the Amstrud computer can communicate in graphics mode. Given of Amstrud and Epson hope printers thereby having the advantage over all lesser models!

Is there an responsive multi colour printer somewhere over the rainbow? G.H.

Price: £24.95

Manufacturer: dk'tronics

Address: Unit 4, Stone Hall and Ltd, Sutton Wadon, Essex



Temporarily for fun

I am writing to say that I certainly agree with Michael Green at Page 3. There are a lot of advantages to being a temporary member. I am a temporary member and I am applied at the quality of some of the games on sale in H&W. There are a few comments quality games like King's Quest for example but others are simply not worth the high prices charged. If programs were charged £2.00, not the astronomical prices, no one there, but the quality and value of some will be increased. I am sure a decision will be made to put a public ballot in the form of a poll from home people who only make their own back-ups and people generally value their own mail and reliability of any mail received.

One of the best of programs that the computer comes with commercial programs, I bought a word game program and was slightly annoyed at the price. I found the program a member has done that and would have been so I was not there. If programs were not sold this kind of mail will be done.

Full name and address supplied

I should perhaps be remembered that most letters are for members and the members should have their full name and address supplied. I should also be reminded that the members should have their full name and address supplied. I should also be reminded that the members should have their full name and address supplied.

Re-enter the Dragon

There is a message in one of the early ones supporting the Dragon for security. I should also be reminded that the members should have their full name and address supplied.

Michael Rogers, Great Britain

Acc service

I have been a regular reader of H&W since last 1. One of the main reasons for complaining about poor service is that the service is not good. I have been a regular reader of H&W since last 1. One of the main reasons for complaining about poor service is that the service is not good.

I own a Commodore 64 1181 Daytime printer which packed up on me completely one evening. I was writing to the Commodore in Colby I decided to go over to see the printer. I left it with them at 11.40 the next morning and two days later they told me it was broken and was sent to the printer. I was ready and was being dispatched to the printer.

Commodore service had never been so good in less than two days. Is this a record?

Geoff Crocker, Leicester

Shouldn't it be a printer rather than a computer in the computer service?

Is the 646 better?

I have been a regular reader of H&W since last 1. One of the main reasons for complaining about poor service is that the service is not good. I have been a regular reader of H&W since last 1. One of the main reasons for complaining about poor service is that the service is not good.

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J. H. H. H.

Tap marks

I have been a regular reader of H&W since last 1. One of the main reasons for complaining about poor service is that the service is not good. I have been a regular reader of H&W since last 1. One of the main reasons for complaining about poor service is that the service is not good.

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John H. H. H.

Beyond a joke

I find it should be a joke to tell you about the actual idea of having a joke in a computer program. I have been a regular reader of H&W since last 1. One of the main reasons for complaining about poor service is that the service is not good. I have been a regular reader of H&W since last 1. One of the main reasons for complaining about poor service is that the service is not good.

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Robert Jones, Warrington

LETTERS PAGE



**NOW
AVAILABLE
ON
CASSETTE
FOR
CBM 64**

**1985 AWARD WINNING
U.S. TOP 10 HIT**



EVERY PLANET FEATURES A
SURROUNDING AUTHORITY FORCE



1 OUT OF FOUR COCKPIT VIEWS
LET YOU EXPERIENCE THE
REAL-SIMULATED

THE ACTION-PACKED COMBAT SIMULATION

"SKYFOX" is the most realistic ever-inspiring combat simulation you've ever seen on your computer. "SKYFOX" special features include —

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- ▶ **16 SCENARIOS** (from training mission to massive invasion)
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- ▶ **CONTINUOUS LASER CANNONS**
- ▶ **HEAT-SEEKING & GUIDED MISSILES**
- ▶ **JOYSTICK & KEYBOARD CONTROLS**

"SKYFOX" NOW • GET "SKYFOX" NOW • GET "SKYFOX"

Available for the Apple II, II+, IIx, IIfx, & Commodore 64/128 on Disk, and NOW CBM 64 Cassette

Available from all good software retailers — or write using postal order to: **Ariola Software U.K. Ltd.**, "Loading your" 1985, 1986, 1987, and address: 50 Anson Road, U.K. Ltd., Suite 105/106, Appleton House, Philips Street, London SW1P 5SL

▶ **SKYFOX — Commodore Cassette £19.99, Disk £12.99** ▶ **SKYFOX — Apple Disk £17.99**

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DISK PUBLISHERS • PUBLISHERS



Start the new school year in style by entering this week's competition to win a satchel bursting selection of software from Bourne Educational Software.



ANIMAL
VEGETABLE
MINERAL



You could be going back to school with a head start if you win one of Bourne Educational's bumper packages of educational software.

Ten prizes of eight computers, worth up to £600, chosen from Bourne Educational's range for the BBC, Electron and Amstrad are waiting for the winners of our top six different competitions based on the cover of Osprey! — the paper that puts you in the role of presenter of this threatened land of grey.

Osprey! tests your ability to keep top readers at bay, get your fingers from slouching the birds and coaxing wayward answers.

Other titles in the Bourne education range include *Map Bally*, which teaches the rudiments of understanding directions from a compass and plotting coordinates, *World Wise*, a geography program that covers the water world, and *Animal, Vegetable, Mineral* in which the computer has to guess the object you have thought of.

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1. The first step is to identify the problem or question that needs to be answered. This involves understanding the context and the specific requirements of the task.

Editorial Board

The following text may have been generated by an automatic program, including identifying the plot, describing the map, and describing the characters in the game (e.g., "The characters in the game are...").

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Abstract

Department of Psychology, University of
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How Lanes
The hair is multi-protein in nature, and its structure depends on maintaining the pH, slowing the way and controlling the diameter of the protein hair (MTH proteins). High protein content proteins and amino acids are identified and changes in their spatial distribution provide a clue to the way

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The tools in these categories help you manage business-to-business and information-to-information fully automated relationships for efficiency of your core business. These tools include data processing and data storage solutions and applications, database management systems, and data integration.

Statement of the author is on page 1.
Statement of the author is on page 1.
Statement of the author is on page 1.
Statement of the author is on page 1.
Statement of the author is on page 1.

Keywords: *gender inequality, gender discrimination, gender equity, gender equality, gender justice, gender equity, gender equality, gender justice, gender equity, gender equality, gender justice*

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**(Montgomery & Bell) or (Williams,
Lippitt & Bell)
Controlled Study II**

Abstract

[illegible]

1. *Journal of the American Medical Association*, 2000; 283: 2686-2692.

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Spectrum hints

Hungry Hoppers. Finish the first two screens quickly. Ignore the dots but not the balls and keepers. On the third screen follow the keeper to the top bar when it follows you down, go to the bottom and go to the small circle and when the screen goes around in the opposite direction to fast follow you get to the ball, go up to it and quickly count down and you will get 250 points every time.

Andrew Booth, Belfham

Daley Thompson. You can achieve any score you wish on DT's Decision but after a while the qualifying times become too difficult. When the game ends press any number between 0 and 9 and you should restart the game with these abilities and your old score.

James Hayward, Bedford

Off the peg

Congratulations to the late Andrew of Wales, from Trevor in the copulator of the Vaseless. My puzzle for the 20th is H-W 120. Douglas solved it in 33 moves and Trevor solved that equation in 40 or 41's impossible.

The moves are: B3, C1, C3, D4, C4, B2, C2, A3, B4, C3, B2, C1, B3, C4, A4, C3, B1, C2, C3, A3, C4, A3, B3, C2, C1, B1, C2, B4, B3, C2, A3, C3, B3, C3, C3, A3, B3, C3.

Computer Count

It wouldn't be difficult for you to get your machine to print the pretty (and not) display but you may find it a harder problem to work out how many different ways there are to play COMPUTER.

From each letter you can move directly down or diagonally down to reach the letter below. Thus from the right hand C there are 3 different C's you can reach.

Yes, there is a somewhat easier method than trying to count all the paths — can you find it?

Reader's hi-score table

Name	Game	Machine	Score
Stephen Gray	Killer Gorilla	BBC	108,820
	Frank	BBC	323,150
	Charles East	BBC	1,171,500
	TJ Swales	TJ WAGA	17,320
	Thing on a Spring	C64	6266
Robert Baker	HyperSports	Spectrum	100,000
	Simon Carr	C64	89,806
	Chromaphor Mountain	C64	88,406
	Talbot Peabody	C64	72,071
	March Moon	C64	126,350
Craig Jones	Kid Star	C64	49,840
	Cosmos	C16	31,130
	Spacepilot	C16	31,130
	BMX Racers	C16	31,130

When sending in your hi-scores please remember to include the make of your machine.

Surgery secrets

John Langer, from April 1981, "I would like to know what happens at the end of January on the national. What happens when you find the right person to be told that I have won? The first and the others and have scored 15,000? After receiving the secretary is anything else supposed to happen?"



It's a hard job to do, but it's not impossible.



READERS PAGE



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